Chapter 22: The Birth of the Dragonkin Realms

Feeling a void in leadership without a true race to call his own, the Absolute Dragonic Being decided to shape a new legacy. With the help of the World Tree's lesser fruits, he created four powerful and noble dragonkin races. These races were imbued with the essence of dragons and shadow, each one a distinct manifestation of draconic might and grace.

To give his creations a fitting home, the Absolute Dragonic Being crafted a realm resembling the Milky Way, filled with shadow-infused stars and celestial landscapes that radiated both beauty and power. This realm became the home of the High Dragons, High Wyverns, High Wyrms, and High Drakes.

The Four Races of Dragonkin

1. High Dragons

Form: Majestic and powerful, High Dragons possess four legs and two massive wings. They are the epitome of draconic elegance and strength.
Human Form: In their humanoid form, they appear regal, often wearing scaled armor and wielding weapons forged from their own essence.
Abilities: High Dragons are masters of flight, fire, and shadow magic. They can unleash devastating breath attacks and command legions of shadow creatures.

2. High Wyverns

Form: High Wyverns are agile and swift, with two legs and two wings. They are smaller than High Dragons but no less dangerous.
Human Form: Their human forms are lean and athletic, often adorned with light armor that enhances their mobility.
Abilities: High Wyverns specialize in aerial combat and speed. They are skilled in lightning and shadow-infused attacks, often overwhelming foes with their agility.

3. High Wyrms

Form: Serpentine and massive, High Wyrms have no legs or wings, resembling colossal shadow-scaled snakes.
Human Form: Their humanoid form is sleek and mysterious, often cloaked in shadowy garments.
Abilities: High Wyrms are masters of ground combat and stealth. They use their immense strength and shadow manipulation to ambush and crush enemies.

4. High Drakes

Form: High Drakes are grounded dragons with four powerful legs but no wings. They are bulkier than the other races.
Human Form: In their human form, they are sturdy and imposing, often equipped with heavy weapons and armor.
Abilities: High Drakes are unparalleled in strength and endurance. They excel in close combat and are capable of unleashing devastating ground-shaking attacks.

The Realm of the Dragonkin

The Absolute Dragonic Being named the new realm Draconis Lux, a celestial haven for his dragonkin creations.

Key Features:

1. The Celestial Peaks: Towering mountains where High Dragons reside. These peaks glow with shadow-infused starlight and are dotted with caves rich in magical crystals.

2. The Abyssal Plains: Vast shadowy plains where High Drakes roam. These lands are fertile with dark energy, perfect for cultivating strength and vitality.

3. The Serpentine Rivers: Endless rivers that coil like snakes across the land, providing a haven for High Wyrms. These rivers are filled with shadow-infused waters, amplifying the Wyrms' stealth and magical abilities.

4. The Tempest Skies: A realm of perpetual storms where High Wyverns thrive. The skies are charged with lightning and shadow, making it a perfect training ground for their aerial battles.

The Shadow Kin and Dragon Kin Alliance

With the creation of the Shadowkin (High Humans, High Elves, and High Dwarves) by the Absolute Humanoid Being, and the Dragonkin by the Absolute Dragonic Being, a powerful alliance formed between the two realms. Together, the Shadowverse and Draconis Lux became an indomitable force of creation, destruction, and balance.

The Divine Triad had truly achieved something remarkable: two thriving realms populated by beings who embodied their essence. The future of these realms was bright, but with such great power came the constant threat of envious enemies. Would the Shadowkin and Dragonkin be able to protect their homes and the legacy of their creators? Only time would tell.